

Co-Design/Participatory Design

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Core Idea

Co-Design (or Participatory Design) is a human-centered design approach where end-users and stakeholders actively participate in the design process

— not just as subjects of research, but as co-creators of solutions.

Traditional UX: “We design for users.”
Co-Design: “We design with users.”

Agenda

01

**Principles &
Characteristics**

02

**Common
Methods /
Tools**

03

Examples

04

Sources

cross-functional
role-playing
innovation
prototyping
ui
freedom
ux co-design
usability
participatory design
user-centered
participation organizational-culture
user-satisfaction democracy
collaboration empowerment
stakeholder gamified
co-created

Principles & Characteristics

Participation :- Users are equal partners, not passive informants.

Empowerment :- All stakeholders (users, designers, managers) have a voice.

Iteration :- Continuous feedback and refinement loops.

Transparency :- Open process — design rationale and decisions are shared.

Mutual Learning :- Designers learn about user context; users learn about design possibilities.

Common Methods / Tools

- Workshops & Co-Creation Sessions → Brainstorming, storyboarding, journey mapping together with users.
- Prototyping Together → Paper prototyping, low-fidelity mockups collaboratively refined.
- Cultural Probes / Diary Studies → Used to understand user context before co-creation.
- Design Games → Gamified approaches to help participants express ideas freely.
- Stakeholder Mapping & Role-Playing → To uncover perspectives and power dynamics.

Examples

Example 1: Healthcare Service Redesign

Example 2: Civic Design / Smart City

Example 3 (Fictional):

Example 1: Healthcare Service Redesign

Patients and nurses co-designed a new hospital discharge process using journey maps and mockups

benefits → reduced readmission rates.

Example 2: Civic Design / Smart City

Residents co-created a local transport app with municipal designers

benefits → improved accessibility and usage rates.

Example 3 Uni Educational Plattform(Fictional):

Uni administration redesigns Platforms, co-design could involve both Student & and Teaching Body, workshops with small groups from different faculties.

benefits → its gonna better than Ilias ;))

Benefits & Challenges

Benefits

Higher user satisfaction & adoption

Stronger stakeholder buy-in

Innovation through diverse ideas

Empowers marginalized voices

Challenges

Time-consuming

Potential conflicts of interest

Managing group dynamics

Requires skilled facilitation & participation

Sources

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- Steen, M. (2013). Co-Design as a Process of Joint Inquiry and Imagination. *Design Issues*, 29(2), 16–28.
- “Participatory Design: The Complete Guide” — by UXtweak (Aug 2024)
- Link: [blog.uxtweak.com]
- “An overview of participatory design research” — by LogRocket (Sept 2024)
- Link: [blog.logrocket.com]
- OpenAI’s chatgpt

Thank You

Hopefully we get to design the HHU platform someday !!!